

Commodore Computer Software Programs.



C commodore
COMPUTER
Keeping up with you.

Introduction

Welcome to the first exciting catalogue from Commodore Information.

WHAT IS COMMODORE INFORMATION ALL ABOUT?

Actually, Commodore Information Centre Pty Ltd is a subsidiary company of Commodore Business Machines Pty Ltd who are the manufacturers of the well known VIC 20, Commodore 64 and Commodore SX64 personal computers that are sold throughout the world.

The concept behind Commodore Information is to provide a mail ordering service to all current and prospective owners of the Commodore range of personal computers.

Specifically, that is, in one catalogue, to supply as much information as is possible about quality software that is available in Australia.

ABOUT THE CATALOGUE

The catalogue itself has been divided into three sections. They are, software to suit the Commodore 64 and SX64 Computers, Commodore hardware currently available and VIC 20 software.

A new catalogue will be produced every quarter with up-to-date information and pricing. If you purchase any software item from Commodore Information in a given quarter you will automatically receive the following quarter's catalogue.

HOW DO I PURCHASE SOFTWARE

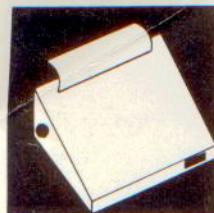
Ordering details are located at the rear of this catalogue.

Finally, if you have any comments or ideas that you would like to contribute to the catalogue, please write to the Editor care of Commodore Information as we would welcome them.

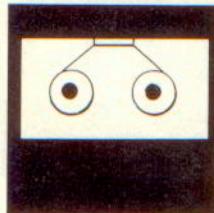
Happy Computing



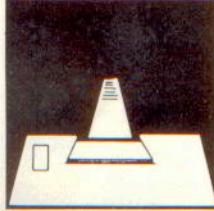
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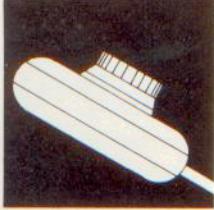
PRINTER



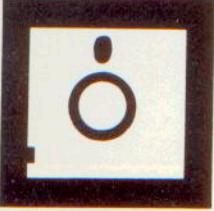
DATASETTE



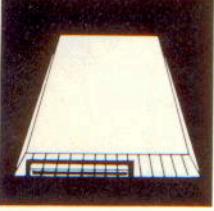
JOYSTICK



PADDLES



DISK DRIVE



CARTRIDGE

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COMMODORE 64 BUSINESS SOFTWARE

EASY SCRIPT CAT. NO. 120200 \$100.00

A powerful word processing package that enables you to create, modify and print text quickly and easily. It contains such sophisticated features as full horizontal and vertical tabbing; variable margins; search and replace; mail merging; file linking and all other standard word processing features. Easy Script can be used for writing letters, reports, memos, book manuscripts — in fact any kind of document.

EASY SPELL CAT. NO. 120201 \$80.00

A spelling checker for files produced only by the EASY SCRIPT word processing package. It can be used to check text in individual Easy Script files of text that is spread over files that have been linked together. The Easy Spell package comes complete with a 20,000 word Oxford based dictionary diskette which can be added to.

EASY MAIL CAT. NO. 124204 \$80.00

Now your address files can be simple to manage! Keep track of names and addresses and simplify label printing. Easy Mail has all the features you need to prepare special mailings by searching and sorting your address files for specific categories such as post code. Especially useful for clubs and small businesses.

EASY STOCK CAT. NO. 120202 \$100.00

A comprehensive stock control system specifically designed with retailers and smaller businesses in mind. Features included are full report facilities such as price list, inactive stock, reorder list, slow merging stock and sales analysis. Up to 550 records can be stored on each disk with no limit to the number of disks.

EASY FILE CAT. NO. 120203 \$80.00

Provides a comprehensive data base system which can easily handle the needs of small business. The records can be designed on either one or two screens. The program offers full arithmetic functions, a total search facility and the ability to produce a wide variety of reports.

CALC RESULT EASY CAT. NO. 124200 \$100.00

An easy-to-use electronic spreadsheet that is 64 columns by 254 rows. Calc Result Easy is a simplified version of Calc Result Advanced and has full editing facilities and complete graphic representation for both screen and printer outputs.

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CALC RESULT ADVANCED CAT. NO. 124189 \$200.00

A sophisticated but easy to use three dimensional electronic spreadsheet which is 64 col. x 254 rows x 32 pages. Calc Result Advanced has editing functions and help screens, and it lets you print bar charts and individually formatted tables. The program also lets you view up to four pages at once on the screen. Designed for the business person and accountants alike. Manual includes five tutorials as introductory training.

SUPERBASE 64 CAT. NO. 120205 \$180.00

Currently the most powerful Database Management System available for the 64. Superbase 64 is an easy to use Database System controlled by Menus from which you select the options you want. It is also a powerful Application Generator and Database Programming Language. This allows you to automate the operations you will most frequently require and even to set up your own User Defined Menus to tailor the system totally to your own needs.

THE MANAGER CAT. NO. 124216 \$T.B.A.

A general data base system to handle user created files. Interfaces with Easy Script, accumulates totals on screen and creates sub-files. Sorts from any field and includes powerful report printing capabilities.

WORD/NAME MACHINE CAT. NO. 124210 \$36.00

Commodore's most easy-to-learn and easy-to-use word processing package. Designed for beginners and perfect for letters, address lists, and notes. Some of the features available in these companion programs, Word Machine and Name Macbine are:— Easy to understand Menus; Over-typing, inserting, and deleting of text; three print formats: Draft, Informal, and formal; Easy to write name and address file; prints an easy-to-use telephone and address book. Will also print name and address labels.

DIARY 64 CAT. NO. 124196 \$55.00

A simple database system that allows you to keep track of telephone numbers, addresses, appointments, birthdays and schedules. Allows printing of address labels and different types of lists.

MAGIC DESK I CAT. NO. 124801 \$60.00

An innovative animated, home and small business, "Type and File" cartridge. If you can use a typewriter and file cabinet than you can use Magic Desk. Allows you to type letters, class papers, reports and memos; record names and addresses, home inventories and anything else you want to type and file. All filing and printing operations are automatically linked to your Commodore disk drive and printer.

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PROGRAMMING SOFTWARE

SIMONS' BASIC CAT. NO. 120106 \$80.00

Is designed to enable programmers of all levels to easily utilise the potential of their Commodore 64. Simons' Basic is three packages in one. It contains a Toolkit to remove the tedious aspects of computer programming, a vast range of commands to facilitate the use of graphics and sound on the 64 and structured Programming commands to help the programmer write more meaningful code.

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SUPER EXPANDER CAT. NO. 120104 \$30.00

The Super Expander is a powerful extension of the BASIC language. Previously you had to Peek or Poke specific memory registers in order to access many of the computers features. This package provides the commands you need to use the 64's graphics, music and sound capabilities.

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PETSPEED COMPILER CAT. NO. 120113 \$90.00

A BASIC Compiler that allows you to speed up execution of your BASIC programs by up to 40 times. Already widely used on other models of Commodore computers, a version has now been specially developed for the 64.

15



PROGRAMMER'S UTILITIES CAT. NO. 120107 \$28.00

A package of 12 programs for the C64: Change Disk, Copy-all 64, Hex Dump, Load Addr. Supermon 64, Char Editor, Sprite Editor, DOS Wedge, PET Emulator, 1541 Backup, Editor 64 and Sidmon.

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ASSEMBLER DEVELOPMENT 64 CAT. NO. 120101 \$60.00

For the experienced user to write software in Assembly language. This package includes the Assembler itself. Two machine code monitors, editor, DOS wedge and two loaders.

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LOGO CAT. NO. 120102 \$100.00

Similar to the Apple LOGO by Terrapin plus extensions that really show off the power of the sprite graphics on the Commodore 64. Special commands have been added to incorporate sprite graphics and sound synthesis. Upward compatible with Commodore PILOT.

18



PILOT CAT. NO. 120103 \$60.00

A powerful system for the computer-aided learning (CAL) author. User can quickly become proficient in developing CAL tuition for any teaching/learning needs. An excellent PILOT manual is included.

FORTH CAT. NO. 124199 \$80.00

A powerful operating system with a programming language that in many respects is very different from other languages. It is suitable for nearly every imaginable application in business as well as in process control environments.

G-PASCAL (DISK) CAT. NO. 120114 \$79.00

Very easy and useful to use G-Pascal is an operating language that incorporates a 6,000 line/minute compiler; a powerful built-in text editor and extensive support for the 64's colour, graphics, music and sound effects, time of day clock and interval timer. All without using a single Peek or Poke statement.

G-PASCAL (CASSETTE) CAT. NO. 120115 \$79.00

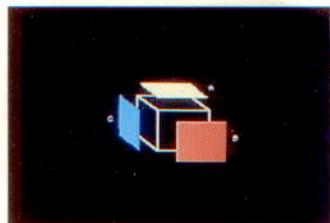
Refer to Disk Version.

COMMODORE 64 PROGRAMMERS REF. GUIDE

CAT. NO. 12002 \$22.00

The master C64 reference manual includes information on the BASIC, 65 Machine Code Programming, Input/Output ports, microprocessing chips, and tips for all levels of programmers. INDISPENSABLE.

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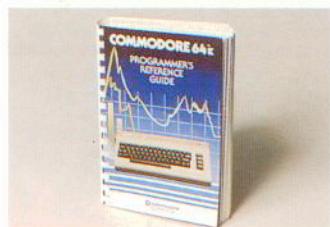


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EDUCATIONAL SOFTWARE

INTRODUCTION TO BASIC PART I – CASSETTE

CAT. NO. 120151 \$40.00

This most popular VIC 20 self tutorial has been revised and improved for the Commodore 64. Although this course relates to the Commodore 64, once you have mastered it you can use the skills on any other BASIC Computer. Fifteen units containing practical work and experiments. Two cassettes are included.

INTRODUCTION TO BASIC PART I – DISK

CAT. NO. 120153 \$40.00

INTRODUCTION TO BASIC PART 2 – CASSETTE

CAT. NO. 120152 \$40.00

Second stage of this self-tutorial. Ten units including reading, practical work, programming and a self-test questionnaire.

INTRODUCTION TO BASIC PART 2 – DISK

CAT. NO. 120154 \$40.00

GORTek AND THE MICROCHIPS CAT. NO. 120150 \$50.00

A delightful and unique concept in teaching your people to program. Couples a space adventure story with lessons in BASIC programming. Includes imaginative illustrations in vivid colours and is accompanied by two cassettes containing educational programs.

ASSEMBLER TUTORIAL 64 CAT. NO. 120105 \$55.00

An introduction to Assembler programming. A multi lesson approach to the subject containing tests and examples so that the student can measure progress.

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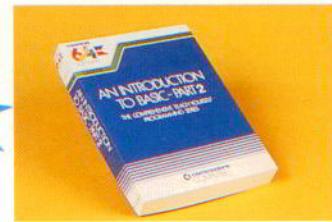
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NUMBER NABBER/SHAPE GRABBER CAT. NO. 124728 \$30.00

Two different learning skill games to teach your children about geometric shapes and numbers. The object is to gobble your way through a variety of mazes and match shapes, add, subtract, multiply and divide to get the right answer. Suit 3-7 years.

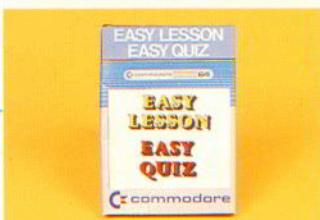
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EASY LESSON/EASY QUIZ CAT. NO. 124727 ST.B.A.

Designed to allow teachers and parents alike to set questionnaires for children at any level. Up to five lines per question and seven different categories may be set. Answers to questions are of the multiple choice type and are randomized automatically by the computer. Grading of quizzes is also handled by the computer which also caters for printed copies. A very useful tool in education.

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FUN MATH ON YOUR MICRO CAT. NO. 124729 ST.B.A.

A complete package which includes a comprehensive book written by Czes Kosniowski. It is aimed at those people who wish to extend their knowledge of math via computer learning.

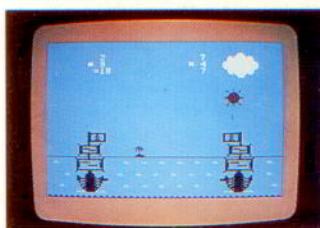
32



SPIRATES AND SNOWMEN CAT. NO. 120300 \$12.00

Competitive educational games for two children. "Spirates" uses multiplication, "Snowmen" uses addition & subtraction.

33



GEOGRAPHY I CAT. NO. 124701 \$25.00

This educational package contains thirteen quizzes about countries, states, and their capitals. There is also a program that lets you print out a map of England.

34



COMPUTER SCIENCE I CAT. NO. 124717 \$25.00

These thirteen programs show you more about using your computer. The programs include sorting lists, drawing graphics, and creating animation.

35



TECHNOLOGY I CAT. NO. 124722 \$25.00

This package of ten programs covers a variety of topics related to technology and how recent advances affect our lives. You'll learn more about computers as you have fun learning.

36



BUSINESS I CAT. NO. 124700 \$25.00

This package contains fourteen programs that cover a variety of business applications. The programs include calculating interest, simulating business operations, and simulating stock transactions.

37



ART & MUSIC

MUSIC MACHINE (CARTRIDGE) CAT. NO. 120402 \$40.00

Use the sound capabilities of the C64 and turn the computer's keyboard into a musical one. Create special effects, percussion, octaves and pitches.

38



MUSIC COMPOSER (CARTRIDGE) CAT. NO. 120403 \$40.00

Compose a song, play a song, save and playback your compositions on your Commodore Datasette Recorder (optional). Choose your favourite musical sound.

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GAMES ON DISK GAMES ON CARTRIDGE

GAMES | CAT. NO. 124724 \$25.00

Here is an opportunity to learn while you have fun on your computer! 14 fun and educational games.

GAMES II CAT. NO. 124725 \$25.00

A collection of 13 educational games. Word guessing, logic games, math games and a simulation of Hi-Q.

GAMES III CAT. NO. 124726 \$30.00

More fun and educational games that let you play and learn on your Commodore 64. Seven games in this collection.

SPACE ACTION CAT. NO. 124194 \$36.00

As a recent graduate of space-fighter school, you are stationed on the planet Theta-16 to guard the coastline against dangerous mutants and aliens from stealing the planets rich mineral resources.

BRIDGE CAT. NO. 124195 \$55.00

Designed for bridge players, from beginners to experts. It plays the roll of a patient assistant helping you to learn the fundamentals of the game. It can also take the form of a clever challenger against whom you can perfect your skill.

SUPER LANDER CAT NO 120601 \$30.00

SUPER LANDER C.A.T. NO. 120001 \$30.00
Can you land the space shuttle on the rocky surface of our mystery planet? It calls for a keen eye and a steady hand to work the thrusters and retro-rockets. And don't run out of fuel! Joystick or keyboard.



PINBALL SPECTACULAR CAT. NO. 120617 \$30.00

All the fun of a pinball palace without the constant drain on your pocketful of 20-cent coins. With "flippers" noises and flashing lights. Requires paddles.

GORF CAT. NO. 120618 \$30.00

The smash hit arcade game. Includes 4 different games, multiple levels of difficulty and some of the best cartoon graphics ever devised for video games. Keyboard or joystick.

AVENGER CAT. NO. 120621 \$30.00

It's an invasion of space intruders, and you are there to "avenge" the earth. This is the classic arcade game for video games enthusiasts. Keyboard or joystick.

SUPER SMASH CAT. NO. 120622 \$30.00

This is a fast action Tennis game for two players. Just the thing for those rainy days when the court is wet. Though it won't help you burn off many calories. Requires paddles.

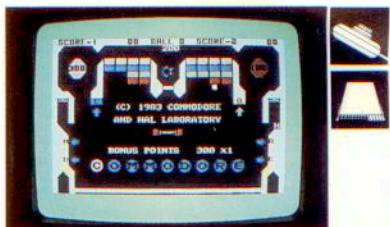
FROGMASTER CAT. NO. 120624 \$30.00

Designed for either one or two players with over 100 variations of the game. A combination of football and rugby, you are the coach of a team made up of frogs, tadpoles, turtles and snakes. Your ambition is to beat the opposition. A widely complex and challenging game.

STAR RANGER CAT. NO. 120631 \$30.00

You're the commander of the space ship Star Range and your mission is to rid the universe of mysterious and cunning aliens. A fun action game.

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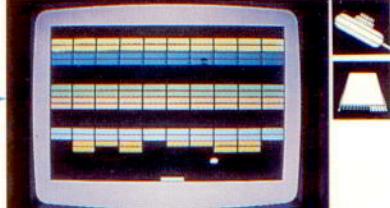
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KICKMAN CAT. NO. 120602 \$30.00

A favourite children's game where a man on a unicycle (one-wheeled bike) manoeuvres back and forth on your screen trying to catch the falling balloons. Joystick or keyboard.

SEAWOLF CAT. NO. 120603 \$30.00

You are the commander of a U-boat, you must sink all the enemy ships. Your targets are fast-moving P.T. boats, cruisers and freighters. 1 or 2 players. Requires paddles.

BINGO/SPEED MATH CAT. NO. 120604 \$30.00

Two educational children games that make doing sums fun! Bingo Math puts two children against each other, while Speed Math is for one player. Joystick or keyboard.

RADAR RAT RACE CAT. NO. 120605 \$30.00

Three rats are chasing your mouse as it runs through the maze hunting cheeses. Confuse the rats with your "scent" trail, but beware of sleeping cats. Joystick or keyboard.

CLOWNS CAT. NO. 120606 \$30.00

Move your see-saw under the jumping clowns. You can hurl your acrobatic playmates into the sky to catch balloons for you, but it's up to you to save them when they come down again. Requires paddles.

VISIBLE SOLAR SYSTEM CAT. NO. 120609 \$30.00

Teaches your children about the size and distance of the different planets in our solar system. It's almost a mini Planetarium.

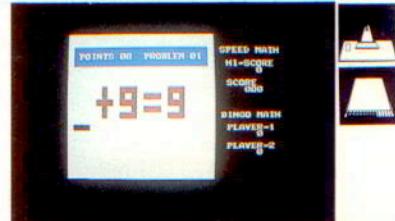
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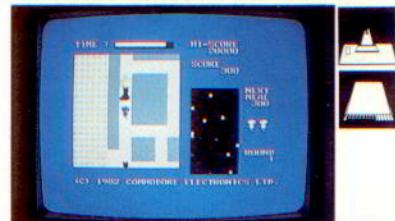
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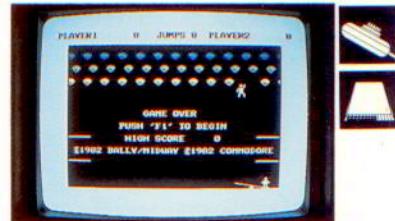
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TOOTH INVADERS CAT. NO. 120610 \$30.00

More than just a game, this recreational program reinforces the message on dental hygiene. Can your children drive away the dreaded "PLAQUE-man"? Requires joystick.

BLUEPRINT CAT. NO. 120612 \$30.00

The object of the game is to help J.J. build the 'Ammo Machine' before time runs out. Machine parts are stored in a colourful maze of houses to which J.J. must run in the maze to find all the pieces. Surprises and fun for all ages.

LAZARIAN CAT. NO. 120613 \$30.00

A fast-paced action "Shoot-Em-Up" where the attacking waves of spaceships and aliens "dive bomb" your defenses. Move, shoot and stay alert... or die in the attempt. Requires joystick.

OMEGA RACE CAT. NO. 120614 \$30.00

Not a contest of speed but a flight for survival against the attacking race of Omegans. Rotate your space fighter and blast away before they get you. Use joysticks, paddles or keyboard.

WIZARD OF WOR CAT. NO. 120615 \$30.00

Move about in the mysterious maze of Wor "zapping" the meanies with your laser before they can get you. An unusual combination of a maze game with a "shoot-em-up" game. (Nope, it's not a spelling mistake.)

LE MANS CAT. NO. 120616 \$30.00

A game of Grand Prix motor racing at the famous French circuit. The aim is to pass as many of the other cars as you can; but of course they'll try to block you!

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DRAGON DEN CAT. NO. 120632 \$30.00

Equipped with lance you are the knight in shining armour. You must rid the country of rampant dragons and dodge flying bats and arrows.

64



INTERNATIONAL SOCCER CAT. NO. 120635 \$30.00

An amazing full colour graphics 3-D football game available on cartridge for instant plug-in action. Can be played by two players or by one against the computer. Select your favourite teams colours and off you go. Guide your players to victory by passing, tackling, shooting and heading the ball. Just like the real thing including all action goalkeeper, throw-ins, crowd noise, half-time, scoreboard and cup presentation at full time.

65



GAMES ON CASSETTE

DEPTH CHARGE CAT. NO. 120301 \$12.00

Sailing along on the high sea, one of your five battleships is attacked by a fleet of submarines firing mines. By manoeuvring your ship and strategic use of your depthcharges, you can fight off the attack and defeat the enemy force.

66



STELLAR WARS CAT. NO. 120302 \$12.00

Travelling through the galaxy you are attacked by a squadron of stellar fighters. You have 100 seconds to shoot them down with your twin lasers and become the ace spaceman of the fleet, but beware of overheating of your lasers.

67



SOOPER FROOT CAT. NO. 120303 \$12.00

An adaption of the popular pub fruit machine game which at the start of the game you are given a stake of \$2.00. You then place bets of 10 cents on the chance of obtaining one of the winning combinations. Sooper Froot includes such features as hold, nudge and respin.

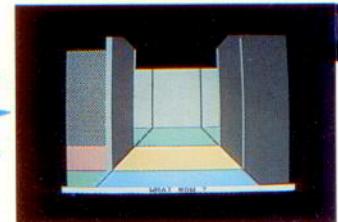
68



LABYRINTH CAT. NO. 120304 \$12.00

A game for one player, you stand at the entrance of a futurist version of an Elizabethan maze with sweet music playing. The path extends before you. You must find your way through the maze in as few steps as possible. If you get lost you can look at the plan, to see where you are but this will reduce your score.

69



ADVENTURE SERIES

ZORK I CAT. NO. 124625 \$25.00

The Underground Empire — the object is to discover the 20 Treasures of Zork and escape with the — alive. Each game has a vocabulary of more than 600 words used by the player to fight his way to winning.

70



ZORK II CAT. NO. 124626 \$25.00

The Wizard of Frobozz — the quest continues with new challenges introduced by the Wizard of Frobozz, a new character to confound your quest.

71



ZORK III CAT. NO. 124627 \$25.00

The Dungeon Master — this your final test, culminating with an encounter with the dreaded Dungeon Master.

72



SUSPENDED CAT. NO. 124628 \$25.00

An exciting game of adventure and danger set in the distant future. You've been asleep for 500 years, only to awake to a dire emergency. You strategically operate six robots to solve a variety of realistic and original puzzles in order to save your planet.

73



STARCROSS CAT. NO. 124629 \$25.00

Set in the year 2186 your destiny is to rendezvous with an extremely large ship at the edge of the galaxy. The object of the game is to travel through the mystery ship, encounter both helpful and dangerous aliens to finally meet the challenge that was issued eons ago, from light-years away.

74



DEADLINE CAT. NO. 124630 \$25.00

Marshall Robner, the rich industrialist, is dead. All the information at hand points to suicide, but his attorney suspects foul play. You are detective Anderson. You've been assigned to the case and have only twelve hours to solve the mystery.

75

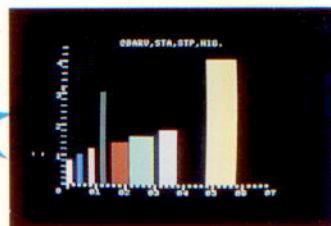


SPECIAL PURPOSE

STAT 64 CAT. NO. 124198 \$55.00

STAT simplifies your work with statistics and graphic displays. It will add 19 commands to your BASIC language e.g. Bar Charts, Screen Dump (not hires) and commands for calculations of mean value, standard deviation, variance, etc.

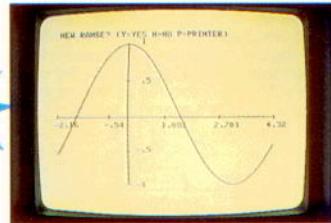
76



GRAF 64 CAT. NO. 124197 \$55.00

You can study complicated mathematical functions by their graph. You can also define a function and plot its graph in high resolution. The package includes a special routine for computing the integral of a function within your own specified range.

77



TOOL 64 CAT. NO. 124730 \$T.B.A.

A powerful programming and debugging aid. Includes numerous new commands making it possible to write larger and more advanced programs using much less code. Also, allows advanced input routines and excellent possibilities to handle numbers and to make bargraphs and pie charts etc.

78



REL 64 CAT. NO. 124731 \$T.B.A.

Use your 64 for the control of burglar alarms, garage doors, door locks, lights, transceivers, miniature railroads, etc. Allows up to six switchable outputs and two 5 volt inputs. Ideal for the computer hobbyist.

79



MON 64 CAT. NO. 124232 \$T.B.A.

A Machine Code Monitor on cartridge! The package includes two monitors, so that it is possible to decide what parts of the memory NOT to use. The monitor works, with the full 64K of memory, has built-in help screens, a reset function and a command that allows you to write ASCII code directly into the memory. A must for all machine code programmers.

80



HOME SOFTWARE

KNOW YOUR OWN PERSONALITY CAT. NO. 124733 \$30.00

This program is based on the best selling book by Professor H.J. Eysenck, Professor of Psychiatry, University of London and Dr Glen Wilson, also from the University of London. It provides users with a fascinating glimpse into the workings of their own personality.

81



KNOW YOUR OWN I.Q. CAT. NO. 124734 \$30.00

This program has been adapted from the well known book "Know Your Own I.Q." from Hans Eysenck. Four of the book's tests, each of 40 questions, have been incorporated together with an example test of 12 questions. The score obtained from each test is measured by the program against the I.Q. norms based on Professor Eysenck's research results.

82



KNOW YOUR CHILDS I.Q. CAT. NO. 124735 \$30.00

The well known book by Dr Glenn Wilson and Diana Grills of the Institute of Psychiatry, University of London, both international experts in behaviour and intelligence was the basis for this program which represents a series of I.Q. tests with tamper-proof automatic scoring. It is designed for testing children between the ages of 5 and 11 years old.

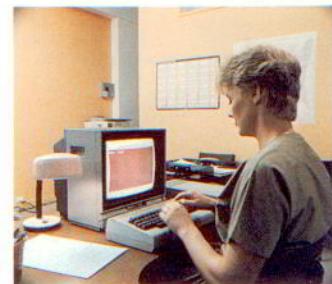
83



The Commodore 64

The widely acclaimed Commodore 64 personal computer, with its outstanding capability and versatility, offers a professional dimension that is truly remarkable. Even at twice the price you won't find the power of a Commodore 64 in any other personal computer. Its 64K Dynamic RAM memory is the result of advances in micro-electronic technology made possible by Commodore engineers.

And this technological breakthrough is made even more amazing by the fact that the Commodore 64 sells for little more than the price you'd expect to pay for a toy. But a toy it isn't (although it has its' fun side). Commodore has new electronic spreadsheets, name and address programs, diary programs, word processing and programs that store and retrieve electronic data-base. Then there's three-dimensional graphics, professional music synthesiser, 16 high resolution colours and a 66-key keyboard. This is the Commodore 64.



The Commodore Executive 64

The Commodore Executive 64 represents the latest in microcomputer hardware with features not commonly found in systems costing many times more. The Executive 64 has outstanding graphics, colour, music and computing capabilities and, to top it all off, comes in an easy carry case making it a very personal, portable computer that allows you to take the solution to the problem. The built-in 13cm colour display monitor and built-in 170K disc drive gives you a completely self-contained unit that is as much at home in the home as it is in the office. In fact, this remarkable machine can be operated wherever 240 volt mains power is available.



PRODUCTS AND PERIPHERALS INFORMATION

Not For Sale through the Commodore Information Centre

1541 "INTELLIGENT" DISK DRIVE

Fast high-capacity storage and retrieval of programs and data on standard 5½ inch floppy diskettes. Store up to 170K on each disk, with read/write compatibility with Commodore PET/CBM computer systems (4040 and 2031 disk drives). Since Commodore's "intelligent" disk drives have their own microprocessors, your computer keeps all available RAM for the program it is running.

84



1530 DATASETTE RECORDER

The most easy-to-use computer program recorder available. There are no tone or volume controls to worry about, it just plugs straight into the back of your Commodore computer and takes its power from there, (no separate mains plug or batteries). Use it to load commercials cassette programs you have bought or to save programs you've written yourself.

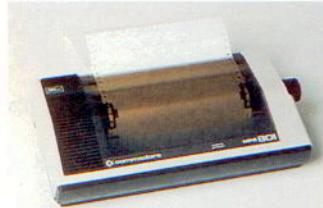
85



MPS801 GRAPHIC PRINTER

Ideal for the home or small business computer user. It uses a single hammer 6 x 7 dot matrix to print upper and lower case text 80 characters to a line at 30 cps. It does double-size printing, reverse printing (white on black), and the full PET graphic character set. Also prints do-addressable graphics. Commands and control codes are the same as the old 1525 printer.

86



1526 HIGH QUALITY PRINTER

Prints better looking documents and reports with a serial impact dot matrix head and 8 x 8 character font. Bi-directional printing accomplishes everything the MPS-801 does, but faster and better. Speed is 45 lines per minute. The built-in tractor feed mechanism accepts widths from one-up mailing labels to 10-inch computer folded paper. And it accepts single sheets of cut paper (for letterheads, invoices etc.).

87



1701 COLOUR MONITOR

This 14-inch high resolution colour monitor will give you 'professional' video quality far better than that obtained through a TV set. An added bonus is that the 1701 links to most Video Cassette Recorders to give you better playback of your video tapes!

88



JOYSTICK AND GAMES PADDLES

Designed to make game playing more fun on your Commodore computer, the games joystick lets you control movement in eight directions and includes a 'fire' button to blast the enemy. The games paddles control your game in two directions only (such as left/right in Sea Wolf) but can accommodate up to two players.

89



Not For Sale through the Commodore
Information Centre

1520 PRINTER PLOTTER

Draws charts and graphs in 4 colours with 0.2mm accuracy, and prints both upper and lower-case text in 4 different sizes using tiny ball-point pens. An economical way of making 'hard copy' printouts of your programs, or of printing out your answers on paper.

90

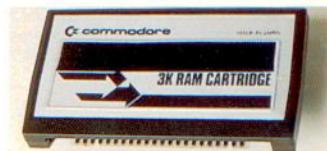


VIC 20 ACCESSORIES

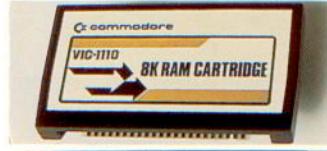
VIC 3K MEMORY EXPANDER CARTRIDGE

Plugs directly into the VIC's expansion port, expands memory to 8K RAM total. (Cat. no. 101210)

91



92



93



94



VIC RS232C TERMINAL INTERFACE

Provides interface between VIC 20 and RS232 telecommunications modems. Connects to the VIC's user port. (Cat. no. 101011).

VIC 20 BOOKS AND MANUALS

LEARNING BASIC PROGRAMMING

VIC 20 PROGRAMMERS REFERENCE GUIDE

CAT. NO. 511002 \$22.00

The master VIC 20 reference manual includes information on the VIC BASIC, 6502 Machine Code Programming, Input/Output ports, VIC microprocessing chips and tips for all levels of programmers. INDISPENSABLE.

95



INTRODUCTION TO BASIC PART 1 CAT. NO. 100101 \$30.00

Sample programmes in book and on tape make an interesting introduction for the non-computerist. Stresses 'computing', not 'programming'.

96



INTRODUCTION TO BASIC PART 2 CAT. NO. 100102 \$30.00

A gentle introduction to BASIC programming. Excellent first book for any new computerist. Tutorial lesson tapes included.

97



COMMODORE VIC 20 SOFTWARE

VIC PROGRAMMING AID CARTRIDGES

VIC 1211A SUPER EXPANDER CAT. NO. 101211 \$50.00

Everything Commodore could pack into one cartridge plus 3K RAM memory expansion, high resolution graphics plotting, colour, paint and sound commands. Graphic, text, multicolour and music modes 1024 x 1024 dot screen plotting. Includes tutorial instruction book. Excellent for all programming levels.

98



PROGRAMMERS AID CARTRIDGE CAT. NO. 101212 \$30.00

More than 20 new BASIC commands help new and experienced programmers renumber, trace and edit BASIC programmes. Trace any programme line-by-line as it executes, pause to edit. Special KEY command lets programmers redefine function keys as BASIC commands, subroutines or new commands.

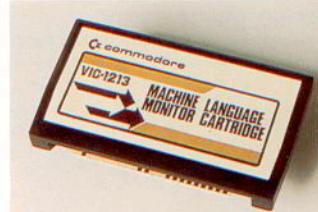
99



VICMON LANGUAGE MONITOR CAT. NO. 101213 \$30.00

Helps machine code programmers write fast, efficient 6502 assembly language programmes. Includes one line/disassembler.

100



PROGRAMMABLE CHARACTER SET/GAME GRAPHICS EDITOR CAT. NO. 100164 \$32.00

Lets the VIC user create up to 64 programmable characters and use them in BASIC programmes. The Editor takes only one-half kilobyte of programme space, works with tape, disk and printer.

101



RECREATIONAL GAMES ON CARTRIDGE

VIC AVENGERS CAT. NO. 101901 \$30.00

It's an invasion of space intruders and you're the VIC 'Avenger'. Space action for arcade enthusiasts.

102



STAR BATTLE CAT. NO. 101902 \$30.00

The battle has begun, down fly the intruders, throwing bombs as they hurtle down at your base craft. Swerve the base craft and fire back, see how long you last.

103



SUPERSLOT CAT. NO. 101904 \$30.00

Colourful slot machine game works just like the real thing! Great music and sound effects!

104



SUPER ALIEN CAT. NO. 101906 \$30.00

You're trapped in a maze and your only defence is the 'alien buster'. Can you capture the aliens before they zap you?

105



SUPER LANDER CAT. NO. 101907 \$30.00

Pilot your 'Super Lander' through the treacherous crevices of a mysterious planet. Variable rocket thrust, anti-gravity, horizontal retros.

106



DRAW POKER CAT. NO. 101908 \$30.00

Casino-style recreates the real thing! Superb animation and sound effects add to the fun, mystery and luck.

107



ROAD RACE CAT. NO. 101909 \$30.00

Authentic night drive simulation provides thrills, chills and... spills? An unusual computer challenge.

RAT RACE CAT. NO. 101910 \$30.00

Race through a maze. Challenging game of action, strategy and reflexes. Requires quick reactions.

RAID ON FORT KNOX CAT. NO. 101913 \$30.00

You're scurrying through a maze of tunnels below Fort Knox. Ahead is the gold and you have to grab it and escape before the guards find you.

SARGON CHESS CAT. NO. 101919 \$30.00

One of the best chess games available on a micro-computer. Seven challenging play levels.

PIN BALL SPECTACULAR CAT. NO. 101920 \$30.00

An excellent example of VIC graphics at their best. Three games in one, dramatic graphics.

SUPERSMASH CAT. NO. 101921 \$30.00

Not just another game of breakout, but three variations of that theme. Paddles are needed for this game.

108



109



110



111



112



113



COSMIC CRUNCHER CAT. NO. 101922 \$30.00
Quick reactions needed in a maze — crunch or be crunched!

114



GORF CAT. NO. 101923 \$30.00
The smash hit arcade game. Includes four different games, multiple levels of difficulty with some of the best cartoon graphics ever devised for video games.

115



OMEGA RACE CAT. NO. 101924 \$30.00
The ultimate space game. Multiple levels of difficulty. An Omegan fighter manoeuvres to avoid command ships, death ships, vapor mines and photo mines. 1 or 2 players.

116



MONEY WARS CAT. NO. 101925 \$30.00
A challenging game to bring out the mercenary streak in all of us.

117



MENAGERIE CAT. NO. 101926 \$30.00
Manoeuvre your flea through the deadly spider swamp and on to the mystical wall for a brief rest. Quickly hitch a ride on one of the travelling menagerie of animals for the final trek through the desert.

118



COSMIC JAIL BREAK CAT. NO. 101927 \$30.00
Three deadly animals are trapped behind bars. Can you keep them in? There's a conspiracy against you — you are constantly under attack — but you must keep the jailbreak from occurring. 15 levels of play. Increasingly fast action.

119



CLOWNS CAT. NO. 101931 \$30.00

A popular showtime game transferred to the screen of your VIC — colour and graphics as only the VIC knows how!

SEAWOLF CAT. NO. 101937 \$30.00

Command your own submarine, seek out and destroy enemy shipping on a busy shipping lane. But it's not just a Sunday afternoon 'duck shoo'!

STAR POST CAT. NO. 101939 \$30.00

3D space action . . . you control the laser to destroy flying aliens and objects. Allow less than 8 hits on your base and advance to the next level.

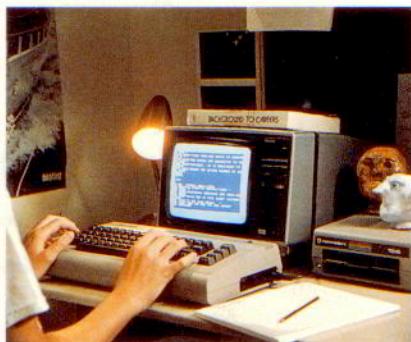
120



121



122



EDUCATIONAL SOFTWARE ON TAPE

WE WANT TO COUNT CAT. NO. 102202 \$28.00

Suitable for children aged 3 and upwards. Four different games give the child a variety of objects to count, and are presented in an exciting and stimulating way.

123



FACE MAKER CAT. NO. 102203 \$28.00

This programme is designed to help improve spelling and sharpen observation skills. There are thousands of faces you can make up with this programme. Suitable for children from 5 to 12 years.

124



NUMBER CHASER CAT. NO. 102204 \$28.00

For 5 to 12 year olds. A race car provides an opportunity to practice and improve estimating and multiplication skills. Different levels of difficulty can be selected.

125



TWISTER CAT. NO. 102205 \$28.00

Suitable for children aged 8 and upwards. Tests and improves powers of concentration. Set your own puzzle and test the whole family.

126



NUMBER GULPER CAT. NO. 102206 \$28.00

A target number is given as a total to be achieved. The car is driven around a maze and aimed at numbers in the maze. If a number is crashed into, it is added to the total. The aim is to get the target number by crashing into individual numbers to reach this total.

127



RAINBOW TOWERS CAT. NO. 102207 \$28.00

Rainbow Towers is very much like the Towers of Hanoi puzzle. This version takes advantage of both the screen and sound capabilities of the VIC.

128



NUMBER PUZZLE CAT. NO. 102208 \$28.00

Addition and subtraction. Encourages children to develop initiative and insight into the relationship between numbers as they try and build all the numbers between 1 and 100. For 5 to 12 year olds.

129

**HIDE AND SEEK CAT. NO. 102209 \$28.00**

Improves short term memory and differentiation of symbols – an important part of learning to read. You can make it as easy or as difficult as you want. For 5 to 12 year olds.

130

**WORDS WORDS WORDS CAT. NO. 102210 \$28.00**

Helps children learn to spell and, at the younger end, is an aid to object identification. You can build a number of different scenes as you spell words correctly. For 5 to 8 year olds.

131

**SHAPE UP CAT. NO. 102211 \$28.00**

Learn various shapes and patterns and how to distinguish between large and small. Then use the shapes to build things such as houses and trains. For 3 year olds upwards.

132



CHILDREN'S SERIES ON CARTRIDGE

THE SKY IS FALLING CAT. NO. 101911 \$30.00

Help Chicken Little by catching pieces of the sky as they fall! A great 'first game' to teach motor skills... fun and challenging!

133



MOLE ATTACK CAT. NO. 101912 \$30.00

A colourful 'cartoon action' game. You're trying to keep those nasty moles underground where they belong but they keep popping up! How many can you clunk before time runs out? Fast, fun, frantic!

134



BINGO SPEED MATH CAT. NO. 101933 \$30.00

Two learning games in one. Learn to add, subtract, multiply and divide... while having fun. Teach your child to think and respond quickly while having fun. Math is made simple and fun with SPEED/BINGO math.

135



HOME BABYSITTER CAT. NO. 101928 \$30.00

Three preschool game programmes help teach your preschool children counting, the alphabet and relationship skills. Keep your children occupied for hours while giving him or her a headstart in school. The parent's manual helps your child get the most out of this excellent development aid.

136



VISIBLE SOLAR SYSTEM CAT. NO. 101930 \$30.00

Astronomy buffs love this incredible game-science-learning tool. Journey to the major planets of our solar system, learn key statistics about each planet... OR... record atmospheric conditions and compare planetary statistics using 'Astro Calc'. A wonderful astronomy tool which gives you a tour of the solar system and teaches you about major planets along the way.

137



SCOTT ADAMS ADVENTURE GAMES ON CARTRIDGE

ADVENTURE LAND ADVENTURE CAT. NO. 101914 \$30.00

You wander through an enchanted world trying to recover the 13 lost treasures. You'll encounter wild animals, magical beings, and many other perils and puzzles. Can you rescue the blue ox from the quicksand or find your way out of the maze? For beginning Adventures and veterans alike.

138



PIRATE COVE CAT. NO. 101915 \$30.00

'Yo-Ho-Ho and a bottle of rum . . .' You'll meet up with the Pirate and his daffy bird, and encounter many strange sights as you attempt to go from your London flat to Treasure Island. Can you recover Long John Silver's lost treasure?

139



MISSION IMPOSSIBLE CAT. NO. 101916 \$30.00

'Good Morning, your mission is to . . .' and so it starts. Can you complete your mission in time? Is the world's first automated nuclear reactor doomed? This one 'radiates' with excitement!

140



THE COUNT CAT. NO. 101917 \$30.00

You wake up in a large brass bed in a castle somewhere in Transylvania. Who are you, what are you doing here, and WHY did the postman deliver a bottle of blood? It's LOVE AT FIRST BYTE!

141



VOODOO CASTLE CAT. NO. 101918 \$30.00

Count Cristo has had a fiendish curse put on him by his enemies. There he lies and you are his only hope.

142



LIFESTYLE SERIES

COMMODORE ARTIST CAT. NO. 101935 \$30.00

A true lightpen drawing game. You are the artist — you create the picture — multi colour.

143



QUIZMASTER CAT. NO. 102333 \$25.00

Cassette based only. This is a unique programme that lets you create, Edit, Save and Run your own 40 question quizzes. This programme can be used for fun as a unique revision and a teaching aid for younger and older children. Requires either 8K or 16K Memory Expansion.

144



KNOW YOUR OWN I.Q. CAT. NO. 102325 \$25.00

Cassette based programme. Based on Professor Eysenck's best selling book, this program presents the most used and most respected series of I.Q. tests for adults. Scoring is fully automatic and foolproof. Requires either 8K or 16K Memory Expansion.

145



KNOW YOUR CHILD'S I.Q. CAT. NO. 102326 \$25.00

Cassette based programme. Prepared from the book by Dr. Glenn Wilson and Diana Grills of the Institute of Psychiatry, University of London, both international experts in behaviour and intelligence. This program presents a series of I.Q. tests with tamperproof automatic scoring for children between the ages of 5 to 11. Requires either 8K or 16K Memory Expansion.

146



ROBERT CARRIER FAMILY MENU PLANNER

CAT. NO. 102328 \$25.00

Cassette based programme. This comprehensive and unique utility programme, with initial data prepared by well known cookery expert, provides an answer to the eternal problems of family menu planning, party giving and 'who shall we have to dinner?' A novel feature is 'VIC Choice' where the VIC will not only choose your menu but also your guests. Requires either 8K or 16K Memory Expansion.

147



HOME & BUSINESS AIDS

SIMPPLICALC CAT. NO. 102321 \$50.00

An electronics spreadsheet for your VIC 20! Imagine a giant grid of columns and rows. You can enter a letter, number or calculation formula in any one of the blocks. An example of how it works is to tell SIMPLICALC to multiply the first row of numbers by the second row of numbers and automatically enter the result in the third column. Now enter a different number or change an entry and, hey presto... SIMPLICALC automatically recalculates the entire grid for you.

When completed your electronic sheet can be stored on diskette and/or printed on the VIC printer. (N.B. SIMPLICALC requires the use of a VIC 1540/41 Disk Drive and a 16K Memory Expansion Cartridge).

148



VICFILE CAT. NO. 102322 \$60.00

VICFILE is a comprehensive information handling system which allows up to 1000 records to be stored on a single diskette then alphabetized, sorted or searched. VICFILE can also generate printed reports, and includes arithmetic capability which allows calculations to be made on specific items and included in the report. Typical applications are personnel files, mailing lists, home inventory, coin/stamp/record collections, insurance records. (N.B. VICFILE requires the use of a 16K RAM Expander and a VIC 1540/41 Disk Drive.)

149



VIC MONEY MANAGER CAT. NO. 102327 \$50.00

A complete personal finance or cash-flow programme with a number of important features which enables the user to gain an updated and complete picture of all personal and home finances.

Uncomplicated and easy to use with monthly and annual budgets and actual balances. Mortgage H.P., Loans and Overdraft calculation features. (N.B. Requires either 8K or 16K RAM pack).

150



PERSONAL FINANCE CAT. NO. 101929 \$30.00

Your budget expenses and personal finances are simply computerized through this package. PERSONAL FINANCE will organize, arrange and calculate your home and financial expense.

151



Your cut out order form Please supply the following

To: Mr/Mrs/Ms _____

Address _____

ORDERING DETAILS

To order software from this catalogue we suggest that you, firstly, try your local retailer/dealer. If failing that, you may order directly from Commodore Information.

NOTE: The prices within this catalogue are only valid to the 31st MAY 1984. Also note that software is not returnable.

To order just simply fill out the attached order form in full and mail back to Commodore Information complete with your method of payment i.e. cheque, postal order or Bankcard details. No liability will be entered into for cash. Your order should be delivered to you within fourteen (14) days unless otherwise notified.

Overseas purchases are most welcome. However, please write to us, first, for freight costs and details.

SCHOOLS AND GOVERNMENT BODIES

If you are in a position to purchase on a sales tax exempt basis, you may do so. Your order must be accompanied by your tax exemption form and official order form that have both been signed by authorized personnel.

For pricing details contact Commodore Information Centre in Sydney.

PROBLEMS

If you have any problems relating to the purchase of software from Commodore Information then please phone Sydney (02) 427 4888. You will find a order number printed on your order buff on the last page. Make sure that you have it available when you phone for quick service.

How to get your software programmes from the Commodore information centre.

Select your programme/s from the booklet.

Tick the box adjacent to the programme required.

Note: If more than one item is required, write the number in the space supplied.

Fill in your name and address (please print).

Tick your method of payment.
Note: If you're paying by bankcard, fill in your Bankcard No. and sign.

Postcode _____

Payment: Cheque
Money Order
Credit Note No _____
Bankcard

Please Debit My Bankcard
No.



Expiry Date: _____

Signature _____

No. 52429

No	Item	Cat. No.	Cost
1	Easy Script	120200	\$100.00
2	Easy Spell	120201	\$80.00
3	Easy Mail	124204	\$80.00
4	Easy Stock	120202	\$100.00
5	Easy File	120203	\$80.00
6	Calc Result Easy	124200	\$100.00
7	Calc Result Advanced	124189	\$200.00
8	Superbase 64	120205	\$180.00
9	The Manager	124216	\$600.00
10	Word/Name Machine	124210	\$36.00
11	Diary 64	124196	\$55.00
12	Magic Desk I	124801	\$60.00
13	Simons' Basic	120106	\$80.00
14	Super Expander	120104	\$30.00
15	Petspeed Compiler	120113	\$90.00
16	Programmer's Utilities	120107	\$28.00
17	Assembler Development 64	120101	\$60.00
18	Logo	120102	\$100.00
19	Pilot	120103	\$60.00
20	Forth	124199	\$80.00
21	G-Pascal (Disk)	120114	\$79.00
22	G-Pascal (Cassette)	120115	\$79.00
23	Vic-20 Programmers Reference Guide	511002	\$22.00
24	Introduction To Basic Part 1 — Cassette	120151	\$40.00
25	Introduction To Basic Part 1 — Disk	120153	\$40.00
26	Introduction To Basic Part 2 — Cassette	120152	\$40.00
27	Introduction To Basic Part 2 — Disk	120154	\$40.00
28	Gortek And The Microchips	120150	\$50.00
29	Assembler Tutorial 64	120105	\$55.00
30	Number Nabber/Shape Grabber	124728	\$30.00
31	Easy Lesson/Easy Quiz	124727	T.B.A.
32	Fun Math On Your Micro	124729	T.B.A.
34	Spirates And Snowmen	120300	\$12.00
35	Geography I	124701	\$25.00
36	Computer Science I	124717	\$25.00
37	Technology I	124722	\$25.00
38	Business I	124700	\$25.00
39	Music Machine	120402	\$40.00
40	Music Composer	120403	\$40.00
41	Games I	124724	\$25.00
42	Games II	124725	\$25.00
43	Games III	124726	\$30.00
44	Space Action	124194	\$36.00
45	Bridge	124195	\$55.00

No	Item	Cat. No.	Cost	
46	Super Lander	120601	\$30.00	
47	Pinball Spectacular	120617	\$30.00	
48	Gorf	120618	\$30.00	
49	Avenger	120621	\$30.00	
50	Super Smash	120622	\$30.00	
51	Frogmaster	120624	\$30.00	
52	Star Ranger	120631	\$30.00	
53	Kickman	120602	\$30.00	
54	Seawolf	120603	\$30.00	
55	Bingo/Speed Math	120604	\$30.00	
56	Radar Rat Race	120605	\$30.00	
57	Clowns	120606	\$30.00	
58	Visible Solar System	120609	\$30.00	
59	Tooth Invaders	120610	\$30.00	
60	Blueprint	120612	\$30.00	
61	Lazarian	120613	\$30.00	
62	Omega Race	120614	\$30.00	
63	Wizard Of War	120615	\$30.00	
64	Dragon Den	120632	\$30.00	
65	International Soccer	120635	\$30.00	
66	Depth Charge	120301	\$12.00	
67	Stellar Wars	120302	\$12.00	
68	Scooper Froot	120303	\$12.00	
69	Labyrinth	120304	\$12.00	
70	Zork I	124625	\$25.00	
71	Zork II	124626	\$25.00	
72	Zork III	124627	\$25.00	
73	Suspended	124628	\$25.00	
74	Starcross	124629	\$25.00	
75	Deadline	124630	\$25.00	
76	Stat 64	124198	\$55.00	
77	Graf 64	124197	\$55.00	
78	Tool 64	124730	\$T.B.A.	
79	Rei 64	124731	\$T.B.A.	
80	Mon 64	124232	\$T.B.A.	
81	Know Your Own Personality	124733	\$30.00	
82	Know Your Own IQ.	124734	\$30.00	
83	Childs IQ.	124735	\$30.00	
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95	VIC 20 Programmers Reference Guide	511002	\$22.00	
96	Introduction To Basic Part I	100101	\$30.00	
97	Introduction To Basic Part II	100102	\$30.00	
98	VIC 1211A Super Expander	101211	\$50.00	
99	Programmers And Cartridge	101212	\$30.00	
100	Vicmon Language Monitor	101213	\$30.00	
101	Programmable Character Set/Game Graphics Editor	100164	\$32.00	
102	VIC Avengers	101901	\$30.00	
103	Star Battle	101902	\$30.00	
104	Superslot	101904	\$30.00	
105	Super Alien	101906	\$30.00	
106	Super Lander	101907	\$30.00	
107	Draw Poker	101908	\$30.00	
108	Road Race	101909	\$30.00	
109	Rat Race	101910	\$30.00	
110	Rain On Fort Knox	101913	\$30.00	
111	Sargon Chess	101919	\$30.00	
112	Pin Ball Spectacular	101920	\$30.00	
113	Super Smash	101921	\$30.00	
114	Cosmic Cruncher	101922	\$30.00	

No	Item	Cat. No.	Cost	
115	Gorf	101923	\$30.00	
116	Omega Race	101924	\$30.00	
117	Money Wars	101925	\$30.00	
118	Menagerie	101926	\$30.00	
119	Cosmic Jail Break	101927	\$30.00	
120	Clowns	101931	\$30.00	
121	Seawolf	101937	\$30.00	
122	Star Post	101939	\$30.00	
123	We Want To Count	102202	\$28.00	
124	Facemaker	102203	\$28.00	
125	Twister	102205	\$28.00	
126	Number Gulper	102206	\$28.00	
127	Rainbow Towers	102207	\$28.00	
128	Number Chaser	102204	\$28.00	
129	Number Puzzle	102208	\$28.00	
130	Hide and Seek	102209	\$28.00	
131	Words Words Words	102210	\$28.00	
132	Shape Up	102211	\$28.00	
133	The Sky Is Falling	101911	\$30.00	
134	Mole Attack	101912	\$30.00	
135	Bingo/Speed Math	101933	\$30.00	
136	Home Babysitter	101928	\$30.00	
137	Visible Solar System	101930	\$30.00	
138	Adventure Land Adventure	101914	\$30.00	
139	Pirate Cove	101915	\$30.00	
140	Mission Impossible	101916	\$30.00	
141	The Count	101917	\$30.00	
142	Voodoo Castle	101918	\$30.00	
143	Commodore Artist	101935	\$30.00	
144	Quizmaster	102333	\$25.00	
145	Know Your Own I.Q.	102325	\$25.00	
146	Know Your Child's I.Q.	102326	\$25.00	
147	Robert Cartier Family Menu Planner	102328	\$25.00	
148	Simplicalc	102321	\$50.00	
149	Vicfile	102322	\$60.00	
150	Vicmoney Manager	102327	\$50.00	
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Late News

Commodore Information Centre

The following Programmes Have Just Arrived For the Commodore 64

CAT NO.	DESCRIPTION	COST	CAT NO.	DESCRIPTION	COST	The following Commodore 64 items, although they are in the catalogue, are not currently available until May.	
124900	Word Attack (Disk)	69.00	124941	Win With Words I (Subject Disk)	25.00	124210	Word/Name Machine
124905	Math Blaster (Disk)	69.00	124942	Win With Words II (Subject Disk)	25.00	120107	Program Utilities
124910	Speed Reader II (Disk)	89.00	124943	People, Places & Things (Subject Disk)	25.00	124630	Deadline
124915	Early Games for Young Children (Cass)	45.00	124944	You & Your World (Subject Disk)	25.00	120631	Star Ranger
124920	Early Games Music (Cass)	45.00	124945	Tic Tac Show (Disk)	55.00	124628	Suspended
124925	Early Games Piece of Cake (Cass)	45.00	124951	Fun With Facts I (Subject Disk)	25.00	124629	Star Cross
124930	Early Games Fraction Factory (Cass)	45.00	124952	Fun with Facts II (Subject Disk)	25.00	124727	Easy Lesson/Easy Quiz
124935	Early Games Matchmaker (Cass)	45.00	124953	Young Explorer (Subject Disk)	25.00	124730	Tool 64
124940	The Game Show (Disk)	55.00				124731	Rel 64